Project Name: Requirements Document Jeremy Quillin Dax Graham

Computer workstation deployment into classrooms

Product Functions

*What will the product do? What activities can users perform while using it? List the main functions.*

* *The deployment of the computer workstations into the classrooms will allow teachers to accommodate their subject matter with technology, integrating skill building and educational enhancement to their instruction. In essence it will be used a teaching tool that integrates technology with student learning.*
* *Users of the computer workstations will primarily be students within the classrooms. Activities will vary from classroom to classroom respecting different subject matter. (I.e. the workstations in mathematics classrooms will have math enhancement software installed where the students can have instruction reinforcement as well as mathematics skill building programs such as math games).*
* *Computers will accommodate learning by providing students the opportunity to participate in multimedia learning through the use of selected subject software.*
* *Enhances teacher instruction within the classroom by providing an interactive tool that can be used as a skill building and reinforcement tool.*
* *Basic word processing software for student group activities and research*
* *Internet capabilities for research*

User Characteristics

*Who do you expect to use your finished product, and why? What is their technical background, their training or education, their motivation to use it? What obstacles might they encounter, and what specialized skills will they need?*

* *Students will be the primary users of the workstations since they will be deployed in the classrooms to be a tool of learning.*
* *The project was specifically intended for student use.*
* *The students will be 8th and 9th graders with a limited technical background, including typing and computer classes in the 7th grade where typing and word processing where the focal points of their instruction.*
* *The students will have also been introduced to student computer classes in both 8th and 9th grade, so their skills will have been reinforced since 7th grade.*
* *Motivation will range from requirements of use for grading to exploring subject matter games that reinforce their classroom instruction.*
* *Obstacles will include (special education needs such as hearing impaired I.e. headphones needed for better hearing, bigger computer screen for visually impaired). Some students will need extra help if they are not proficient with basic computer skills such as typing and word processing knowledge. Technical problems such as hardware or software malfunctions may occur in which the tech department will need to be notified.*

General Constraints

*Do you work under any constraints such as platform or development environment? Did you have to make this product compatible with any existing software or other products currently in use?st*

*The student computer workstations will require software that is compatible with windows xp. The computers will all be new and will have xp pre-installed upon arrival.*

Assumptions and Dependencies

*In this section, list any assumptions you made about your project (for example, did you assume that the finished product would need to be delivered over the internet?). If your project depends on any particular technical infrastructure, or requires administrators or others with specific skills, note that here.*

*The student computer workstations will be deployed by the tech department in each classroom. The tech department will set up each workstation in the classrooms. Before deployment, the tech department will install the teacher requested software. The tech department will also install anti-virus software on these machines before deployment.*

Specific Requirements

This section of the document lists specific requirements for Computer Deployment. Requirements are divided into the following sections:

1. User requirements. These are requirements written from the point of view of end users, usually expressed in narrative form.
2. System requirements. These are detailed specifications describing the functions the system must be capable of doing.
3. Interface requirements. These are requirements about the user interface, which may be expressed as a list, as a narrative, or as images of screen mock-ups.

3.1 User Requirements

*List user requirements here.*

* *Computers compatible with Windows XP software*
* *Software that was requested by teachers by subject matter*
* *Basic computer knowledge such as typing and word processor knowledge*
* *Mouse, keyboard, and monitor*

3.2 System Requirements  
*List detailed system requirements here. If your system is large, you may wish to break this into several subsections.*

* Internet connection, lan capabilities
* Windows XP software
* Keyboards, Mouse, and monitor for every workstation
* Anti-virus software for each computer
* Lan Wire
* Power strips for each classroom
  1. Interface Requirements  
     *List interface requirements here. Be sure to explain major features or functions with narrative to avoid confusion or omission of desired features.*
* **Students should be able to login to the portal with these computers**
* **Students should be able to locate the software icon, depending on application**